

Barbie®
Software
for Girls®

Join Detective
Barbie® on a
mysterious
vacation at a
beach resort
full of secrets
and surprises!

CD-ROM
WINDOWS 95 & 98

Detective 2 Barbie® CD-ROM The Vacation Mystery™



ADVENTURE

Ages 5 and Up



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SYSTEM REQUIREMENTS

- Microsoft® Windows® 95 or Windows® 98
- Multimedia PC Pentium® 133 MHz or faster processor
- Quad-Speed (4X) CD-ROM drive or faster
- 16 MB of RAM or higher
- 40 MB of free disk space for program, plus additional hard drive space for photos, determined by user.
- VGA monitor with 256 color graphic capability
- Standard mouse and keyboard
- 16-bit Sound Blaster® or 100% compatible sound card
- Color or Black & White inkjet or laser printer required to output images
- Optional: *Barbie® Digital Camera* or digital images from scanners or other sources

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IN THIS PACKAGE

This package contains the following:

- 1 *Detective Barbie® 2 CD-ROM – The Vacation Mystery™*
- 1 User Guide

INSTALLING DETECTIVE BARBIE® 2 CD-ROM — THE VACATION MYSTERY™

1. Close all applications.
2. Insert the *Detective Barbie® 2 CD-ROM – The Vacation Mystery™* into your drive.
3. If you have the AutoRun feature enabled for your CD-ROM, the installation will start automatically and you can skip the following two steps.
 - Click Start and then Run from the Windows® 95 or 98 Taskbar
 - Type d:\setup (d: refers to your CD-ROM drive. If your CD-ROM drive is not d:, type the appropriate drive letter.)
4. Click Next and follow the installation instructions.
5. Review the 'Read Me' file found in the *Detective Barbie® 2 CD-ROM – The Vacation Mystery™* folder for any important last minute information.
6. After Setup is complete, you'll find an icon for *Detective Barbie® 2 CD-ROM – The Vacation Mystery™* located within Programs under the Start menu in the Windows® 95 or 98 Task bar.

RUNNING DETECTIVE BARBIE® 2 CD-ROM — THE VACATION MYSTERY™

1. Insert the *Detective Barbie® 2 CD-ROM – The Vacation Mystery™* into your drive.
2. When the Autostart window appears, click Play Now to run the program.
3. You can also click Start and then click Programs from the Windows® 95 or 98 Taskbar. In the list, find and click the *Detective Barbie® 2 – The Vacation Mystery™* menu and click the *Detective Barbie® 2 CD-ROM – The Vacation Mystery™* program.

UNINSTALLING DETECTIVE BARBIE® 2 CD-ROM — THE VACATION MYSTERY™

1. From the Windows® 95 or 98 Start Menu, click Programs.
2. Find and click the *Detective Barbie® 2 – The Vacation Mystery™* menu.
3. Click *Detective Barbie® 2 – The Vacation Mystery™* Uninstall and follow the on-screen prompts.

GETTING STARTED WITH DETECTIVE BARBIE® 2 — THE VACATION MYSTERY™ CD-ROM

To start, click the *Detective Barbie® 2 – The Vacation Mystery™* icon on the desktop, or from within the Programs menu of Windows® 95 or 98. If the program automatically is started, click Play Now.

Special Bonus

Be sure to listen to the awesome *Detective Barbie® 2 – The Vacation Mystery™* theme! This CD-ROM can be played on any audio CD player. Just put the CD in, press 'Play,' and skip Track 1.

CAST OF CHARACTERS



Barbie®

This outstanding detective is always ready to help a friend solve a mystery. She's smart, she's cool, and she's ready to welcome you to Team Barbie® Detective!



Becky™

When it comes to cyber-sleuthing, no one is better than Becky.™ Contact her at any time through the special Crime Computer, and she'll give you all the scoop on clues and interviews.



Ken™

He's always glad to help Team Barbie® Detective tackle a case and eager to solve the mystery!



Molly Goodwin

No one runs a nicer hotel than Molly Goodwin, the kind-hearted owner of the Inn at Lighthouse Cove. Who could be trying to ruin her business?



Professor "Fitz" Fitzgibbons

He's the brightest scholar of Historical Humanities at the hotel. He also knows the hotel better than anyone. Is the Professor using his knowledge to steal the hidden treasure?



Chef Rouen LeBeau

This talented young chef has big dreams of running her own restaurant someday. Could she be trying to steal the treasure to get money to open her own restaurant?



Zach Torrance

This aspiring young filmmaker runs the tightest ship around – the boathouse at the hotel. But his first love is making movies. Is he trying to steal the hotel treasure so he has money for his expensive hobby?



Harrison "Harry" Danforth Hoover III

He might look like an ordinary kid, but this 8-year old is a champion prankster. Is the mischief at the hotel just more of Harry's handiwork – or is he on to something big?



Suspect

Someone is lurking in the shadows of the hotel, who could this be? Perhaps a suspect?

STARTING THE CASE



Each time you begin a new game for *Detective Barbie® 2 – The Vacation Mystery™*, you will need to register as a Junior Detective.

- On the sign-in screen, you can enter your name at the prompt and your name will be added to a players' list. Or, you can use the up and down arrows on the right to scroll through the list of names. When your name is highlighted, click the mouse, then click the button by the check mark.
- After you have found your name and clicked the check mark, you can print a personalized Junior Detective Badge. Click the printer button to get your very own badge. Remember to make sure your printer is on and loaded with paper. You can also add your picture to the badge. Please review the Adding a Digital Image section for details.
- To hear Barbie® say your name, click the speaker button.
- To play a saved game, click the small blue computer disk on the Sign-In Screen, or within the Crime Computer (explained in detail later in the User Guide). Games are saved by the player's name, and the date and time on which that game was last played.
- To open a saved game, just click on the saved game you want to play.

EXITING DETECTIVE BARBIE® 2 – THE VACATION MYSTERY™

To exit *Detective Barbie® 2 – The Vacation Mystery™*, click the Quit Game button located in the Crime Computer. Barbie® will ask you if you want to save your game or if you want to quit.

YOUR MISSION

The wonderfully eccentric man who built the beach resort hotel over a hundred years ago was responsible for creating all kinds of secret passages, hiding places, and puzzles. And as new owner Molly Goodwin learns more about the secrets of the hotel, she suspects that the inventor may have hidden more than a secret passage!

Professor Fitzgibbons, a professor of Historical Humanities and local expert on the hotel, uncovers an incredible secret clue! But where does this lead?

At first, you and Team Barbie® Detective follow the clues, hoping to reveal the hotel's deepest secrets, including secret jewels and treasure! But you and the Team quickly learn that you all are not the only people interested in the treasure!

The search for the treasure becomes a race against a thief. Now you and the team have to unravel the trail of clues and catch the suspect – before the treasures of the hotel are stolen forever!

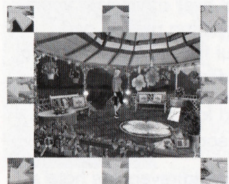
Barbie® is an excellent detective, so pay close attention to her advice. The two of you together can definitely follow the clue trail! Make sure you spend time talking with the people who live and work at the hotel, too.

You can always contact Becky.™ She works the Crime Computer like a pro! Contact her for some terrific ideas and suggestions.

Ken™ will be doing his own searching; when you meet up with him, make sure you listen to his findings!

But be careful! Just when you think you've collected clues to solve the vacation mystery, another mystery unfolds!

GETTING AROUND THE BEACH RESORT HOTEL



To guide Barbie® around the hotel and grounds just move the special hand cursor to the edge of the screen until it becomes a large pink arrow. Then guide Barbie® in the direction you want her to go.

On some screens, Barbie® can move forward and backward. She can walk around and behind objects as well.

Make sure you try doors and hallways and entrances – there's no telling what secret areas of the hotel Barbie® will be able to investigate!

SEARCHING FOR CLUES AND TOOLS



Barbie® stops moving when you move the cursor close to her and it becomes a hand pointer. You can use the hand pointer to click on objects in your environment. Clues can be messages, useful objects, tools, or keys.

Use the Magnifying Glass to search for clues, too.



Click the small Magnifying Glass in the lower left corner of the screen. Your cursor becomes a large Magnifying Glass which can reveal hidden clues – like hand prints and foot prints!

But this is not just a "regular" magnifying glass – it can help you see through secret doors and into hidden passageways. Just explore the room with the Magnifying Glass. Do a careful search, and all kinds of exciting clues will reveal themselves!

- To examine a clue, go to the crime computer and click on the clue itself. It appears in the large window on the computer screen. Becky™ can then tell you everything she has found out about the clue — and where it might lead.

- To print out a clue, click the printer icon when the clue you want to print is on the Crime Computer screen.

Here's a hint: an important object always has a special highlight around it, visible only with the Magnifying Glass.



A **green** highlight indicates that the item is a clue.

A **pink** highlight indicates that the found item is a tool, and can be used to open doors and enter hiding places.

To turn off the Magnifying Glass cursor, just click the Magnifying Glass on the hand icon in the lower left corner of the screen.

Resizing the Magnifying Glass.

You can also make the Magnifying Glass larger so you can see a larger section of the screen. Press the **F1** key on your keyboard to make the Magnifying Glass larger. Press the **F2** key on your keyboard to return it to normal size.

The Magnifying Glass will always be at normal size when you restart the game.

THE CRIME COMPUTER



The Crime Computer is an important part of solving the case. It keeps a running record of all of the clues, tools, and people that you and Barbie® have found or met during the game. To open the Crime Computer, click the small computer icon at the bottom of the screen. Becky™, the cyber-sleuth, is the evidence expert, and is always ready with helpful hints of her own. In the Crime Computer, you can also open, save, and quit games.

Features



- To stop the game before you finish solving the mystery, you first need to save your game. To save your current game, click the small red computer disk. Then click on an empty box.



- To load a saved game, click the small blue computer disk. A player's name and the last date and time the game was played indicate a saved game. To open a game, click the saved game you want to play.



- To get more help, click the "?" button at the top of the Crime Computer screen. You can learn what each of the Crime Computers menus is for, and learn how to save a game, load a game, restart, and quit.
- To print out a picture of a clue, click the printer when the clue you want is on the screen.
- To start a new game, click the New Game button.
- To exit the game, click the Quit Game button.
- To close the Crime Computer and return to exploring the Inn, click the red "X" at the top of the Crime Computer screen.

Becky™ can navigate three (3) separate menus in the Crime Computer: Clues, Tools, and Interviews.

Clues Menu

The clue menu lists all of the clues you and Barbie® have discovered in your current game. Each clue is represented by its own icon.

- To scroll through your clues, click the left and right arrow buttons.

- To examine a clue, click on the clue itself. It appears in the large window on the Crime Computer screen. Click on it and Becky™ can then tell you everything she has found out about the clue – and where it might lead.
- To print out a clue, click the printer icon when the clue you want to print is on the Crime Computer screen.
- To examine a clue, click on the clue itself. It appears in the large window on the Crime Computer screen, click on it and Becky™ can then tell you everything she has found out about the clue – and where it might lead.
- To print out a clue, click the printer icon when the clue you want to print is on the Crime Computer screen.
- When you see your clue in the large window, it will appear as hot or cold. Hot means the clue is active. Cold means the clue is inactive.

Suspect Interviews and Menu

Whenever you meet a possible suspect, use the hand cursor to click on the suspect, and your interview will begin. After the interview is over, Becky™ enters a picture of him or her into the Crime Computer Suspects menu.

- To scroll through the suspects, click the left and right arrow buttons.
- To hear a recording of your interview with a suspect, click on the suspect's picture. Becky™ occasionally offers her own thoughts on an interview.

Tools Menu

- To scroll through the tools you have collected, click the left and right arrow buttons.
- To hear Becky™ describe a tool and its uses, click the picture of the tool in the large window on the Crime Computer screen.
- To use a tool on the hotel or on the hotel grounds, scroll through the tools using the left and right arrow buttons. Click the tool you want, and it appears in the large

window. Click the small green check mark next to the picture of the tool. Your cursor becomes that tool. The Crime Computer closes, and you can use your tool-cursor on objects in the hotel and around the grounds.

- To change your tool-cursor back to the arrow cursor, just click the tool-cursor on the Crime Computer icon.

RIDES, GAMES AND PUZZLES

Beach Racers



You and Barbie® have to be fast to catch the suspect! Use the mouse to steer the beach racer along the sand.

- Be careful! If the racer hits a rock it will slow you down. If you hit too many of these, the suspect will get away!
- Stay between the flags and try not to hit any, you will slow down.

- If you jump over a sand dune you will pick up speed.
- Keep up with the suspect. The closer you get, the better the chance you have of making the capture.

You can ride the beach racers any time you like. They're located on the beach. Just follow the signs and Ken™ will join you on your ride!

Boat Chase

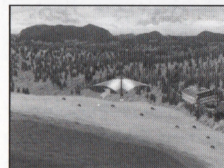


You and Barbie® can speed over the waves to catch the suspect! Use the mouse to steer the boat.

- Stay between the buoys and try not to hit one. If you and Barbie® hit a buoy, you will slow down.
- If you can steer the boat over a ski jump, the boat will pick up speed.
- Keep up with the suspect. The closer you get, the better chance you have. Try to block or bump the suspect to make a capture.

You can ride the boats any time you like. Visit the boathouse next to the hotel. Ken™ and Becky™ will join you for the ride.

Hang Gliders



You and Barbie® can fly high in the sky to catch the suspect! Use the mouse to steer the hang glider in the air.

- Watch out for clouds and wind – if the hang glider is blown off course, the suspect can get away. Click either mouse button to roll the glider away from the clouds and wind.
- Keep the suspect in sight at all times!

You can ride hang gliders any time you like by going to the lighthouse where they are stationed.

Front Desk Puzzle



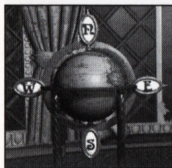
The original owner of the Inn was fond of puzzles and made the mailboxes into a large slide puzzle. And as a hint, the picture of what the finished slide puzzle would look like is located on the Front Desk, so look around!

Each mailbox is a piece of the puzzle. One of the mailboxes must come out so you can slide the rest

around. Move the remaining mailboxes up, down, left, or right in order to re-create what the puzzle looks like.

Hint: Look around for a special key.

Lighthouse Puzzle



Up in the lighthouse, the man who built the Inn left one of his favorite puzzle boxes.

The letters N, S, E, and W stand for the four points on the globe: North, South, East, and West. The letters you see are a combination, and must be entered into the special globe-lock.

You must first find the special key to open the box on the table

to reveal the combination code. Just click on the letters on the globe in the same order as they appear in the combination.

Gazebo Puzzle



In addition to being something of a prize-winning gardener, the original owner also had a sense of humor.

There is an object in the gazebo that does open something, but not in the way you might think! Perhaps the heavy weight of the object means something, and it needs to be hung in order to work. It might even reveal a clue!

Piano Puzzle



The piano in the ballroom was made especially for the first owner. Some of the keys are different colors and may hold clues to the mystery!

So each of his hotel guests could sit down at that piano and play glorious music, he arranged that all of the sheet music he purchased was written in multi-colored inks, coordinated to the notes the player was meant to strike.

When you find some sheet music at the piano, it will be inked in many colors. You must first find the special key to open the keyboard. Play the color of the note on the piano that matches the color of the note on the sheet to crack the code. You may find another clue!

Launcher Game



You can play this game by yourself or multi-player.

Barbie® controls the launcher on the left and Harry controls the launcher on the right. You control the launcher in the middle.

If you want a friend to join in when playing with Harry, press the [shift] key and Barbie® will step aside and a friend can play with the left launcher. If Barbie® wins, Harry will not play and the right launcher will be empty and can be activated by using the [return] key. A third person can play by taking the place of Barbie® and by pressing the [shift] key.

Just aim your launcher at the objects traveling across the gallery, and fire a plastic ball when ready!

Score points by hitting the targets with the plastic balls. Scores for hits vary according to the levels of the targets. The lower level targets are worth 1 point, while the middle level targets are worth 2 points, and the top level targets are worth 3 points. The game ends when a player reaches 30 points.

You can even take a break from the mystery and just play the game for fun!

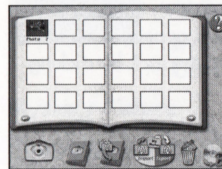
Hint: This old-fashioned launcher requires a gear to play — look around!

ADDING A DIGITAL IMAGE

The Digital Image Upload Screen



Whenever you see the red Digital Upload screen button, you can click on it to open the Digital Image Upload Screen.



To take pictures with your Barbie® Digital Camera (not included) while it is connected to your computer, click the Barbie® Digital Camera icon in the left corner, then click the shutter button on the camera. Each picture you take is automatically displayed in a frame on the page.

To delete a picture, click on the the picture you don't want, then click on the Trash Can.

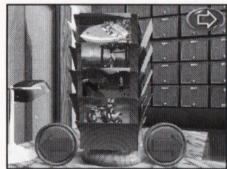
To save all of the pictures on the screen, click the green Save Folder with the pink arrow on it at the bottom of the screen.

To use other digital photos saved on your computer, you'll first need to move your photos into the provided "My Photos" folder (you may want an adult to help you.). When your photos are in the 'My Photos' folder, click the green Scrapbook at the bottom of the screen, then click the Import button. You will be prompted to find the photo you want in the "My Photos" folder. Click the name of the photo you want, then click "Import" again. Your picture will appear on the scrapbook page.

To export a photo to your computer, click the photo you want to export, then click the Export button. You will be prompted to select a file type: .jpg or .bmp. Click the file type you want.

You can add an image to your Team Barbie® Detective Badge by clicking on the red Digital Upload screen button and following the instructions previously stated.

Postcards



You can print out a custom postcard to remember your adventures with Barbie® and the team and to send to your friends! Throughout the game, Barbie® will take photos of memorable events!

To print out one of these postcards, click on the Postcard Rack at the Front Desk. Four postcards appear in the postcard rack at a time. You can turn the rack by clicking

on the large arrows, then click the card you want to print.

You can choose from 16 postcards. When you have selected a postcard, you then see a close-up shot of that card. If you decide you do not want to use that particular card, you can use the left and right arrows to scroll through your choices.

- You can print any card by clicking the Printer button.

Some of the postcards display a red Digital Image Upload Screen button. You can put your own picture on one of these postcards. Click the button, and move to the Digital Image Upload Screen. At this point, you can import one of your own digital images into the game, and use it on a postcard.

Return to the Postcard Printing Screen from the Digital Image Upload Screen by clicking the back arrow. Print your postcard by clicking the printer button, then return to the Front Desk by clicking the return arrow at the top right of the screen.

Display A Picture in the Hotel



You can import one of your own digital pictures and see it displayed right in the hotel!

When you see a red button on a brass plaque anywhere in the hotel, just click on it. You'll move right into the Digital Image Upload Screen, where you'll hear instructions for bringing in one of your pictures.

Follow the directions, and your picture will appear as part of the Hotel decorations!

Mystery Picture

The same picture you select for your badge is going to appear somewhere in the Inn. Watch carefully for a super surprise!

HINTS & TIPS

- To enter doorways or to open things, click on them.
- Use the Magnifying Glass in every scene. It could reveal hidden clues!
- Clues always lead you somewhere else, so check them out thoroughly and follow up on where they lead you.
- Each time you find a clue or tool, check the Crime Computer. You may get a hint where to go.
- If you want more information on a clue, check with Becky™ in the Crime Computer. She can offer some great advice, just click on the clue!
- The more you play the chase games the better you will get at them. Practice makes perfect!
- Follow the suspect. It may lead you to the treasure!
- If you're having trouble making progress, try going back to check places you've already explored.
- Make sure to click on characters when you see them to have interviews. Listen closely to what all of the characters have to say. You can always re-play the conversations in the Crime Computer.
- Always follow footprint trails, the suspect could be nearby!

REGISTRATION

You may register for the product at any time by clicking the registration icon in the Detective Barbie® 2 software folder that was installed in the start menu.

TROUBLESHOOTING

NOTE: Please review the Read Me file located in the *Detective Barbie® 2 – The Vacation Mystery™* menu for the most up to date troubleshooting tips.

INSTALLATION

You may encounter problems with the *Detective Barbie® 2 – The Vacation Mystery™* installation if there are other applications running during the install of the software. If you do have a problem, exit the *Detective Barbie® 2 – The Vacation Mystery™* CD-ROM installation and shut down any applications that are running. After all other applications have been closed, try to install the software again.

PRINTING

Error When Printing

Make sure that your printer is ON, plugged into your computer and set up properly.

Make sure that your printer driver is set to the correct port (such as LPT1 or LPT2), and that you selected the correct printer in the "printing" section of the software.

You can check that the printer is working correctly by quitting the *Detective Barbie® 2 – The Vacation Mystery™* CD-ROM program, opening another software paint program, and printing some simple design both in black and in color.

You may receive an error if the printer does not correctly "grab" the paper. Gently guide the paper into the printer while the printer is trying to "grab" the paper.

If your printer setup appears to be correct but you are still encountering errors, check the troubleshooting section in your printer user's manual.

Light or Fuzzy Printouts

If printouts are lacking color or detail, make sure your ink cartridges have ink. Cleaning the print head will greatly improve the quality of printouts.

Nothing Happens When the Print Button is Clicked

Several things could be happening in this situation.

1. When you send the file to print, you may be spooling all the information from the file to the printer before it starts printing. This may take a minute or two, especially if you are printing large files. Be patient and look for signs that your computer is working.
2. Check your printer queue to see if the print job has been spooled and to determine if it is printing.
3. Your printer may not be connected properly. Check all connections as outlined in your printer manual.

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In Canada, call 1-888-MEDIA11 (1-888-633-4211)

In the UK, call (0171) 519 5049

In Australia, call 1-902-262-513

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El Segundo, CA 90245

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For a great place to get quick answers to the most commonly asked questions about **Detective Barbie® 2 CD-ROM – The Vacation Mystery™**, you can also contact Mattel on the World Wide Web at:

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How to Play Detective Barbie® 2 CD-ROM

Detective Barbie® can walk around the beach resort in any direction! Just move the cursor to the edge of the screen. It will turn into a pink arrow, as shown, then you can move Detective Barbie® in the direction you would like her to walk.



Select your name from the list!



Import images from Barbie® Digital Camera. Images appear in mysterious places!



Save your game!



Explore and click on clues.



Keeps track of clues and tools and lets you contact Becky™!



Turn your cursor into a tool!



Load and play a saved game.



Exit the Detective Barbie® 2 game.



Gives general help and game tips.



Reveals hidden clues!



Restart the Detective Barbie® 2 game.



Close the Crime Computer and return to the resort!

PLEASE REFER TO YOUR USER GUIDE FOR ADDITIONAL INSTRUCTIONS

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